007

EVERYTHING OR NOTHING™

TEEN
T
CONTENT RATED BY ESRB

EA GAMES™

Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

007 EVERYTHING OR NOTHING

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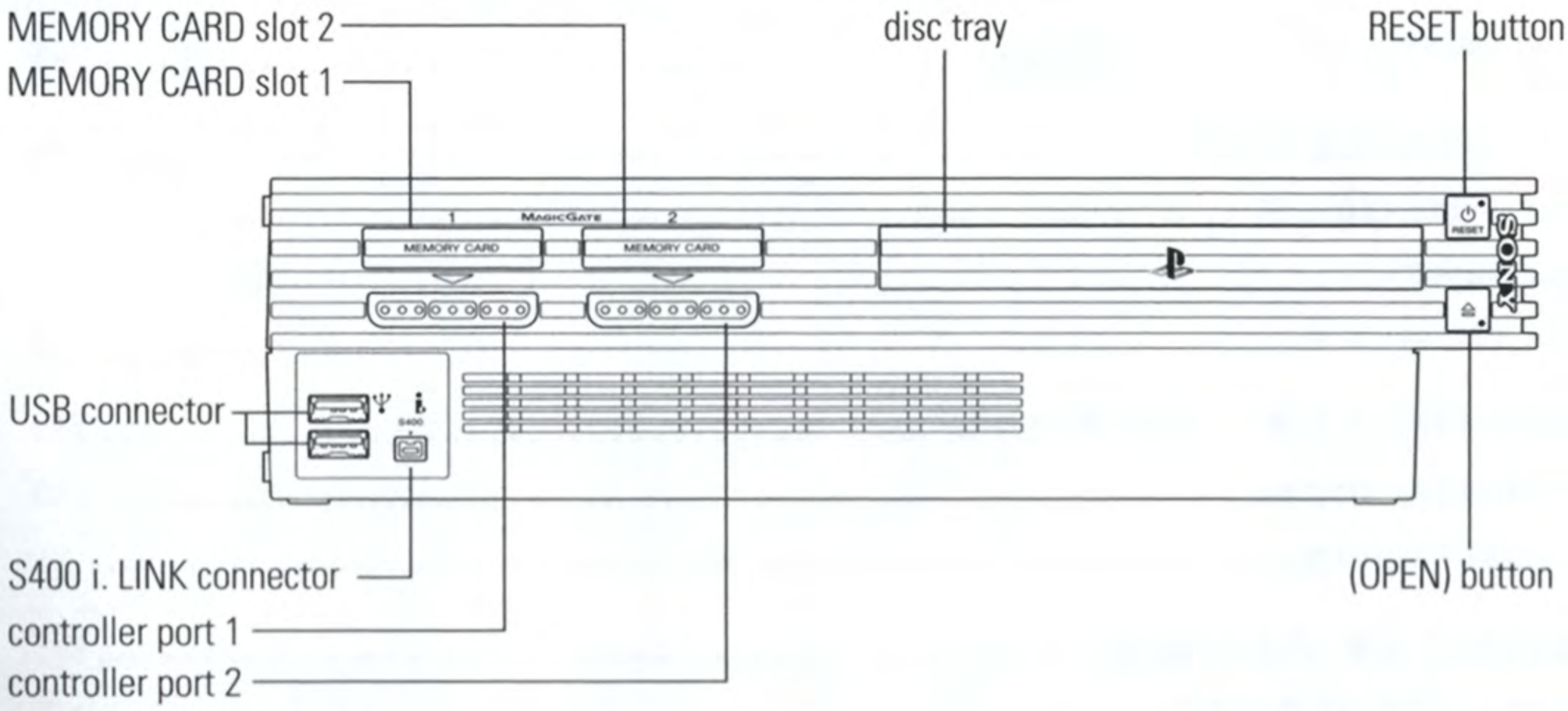
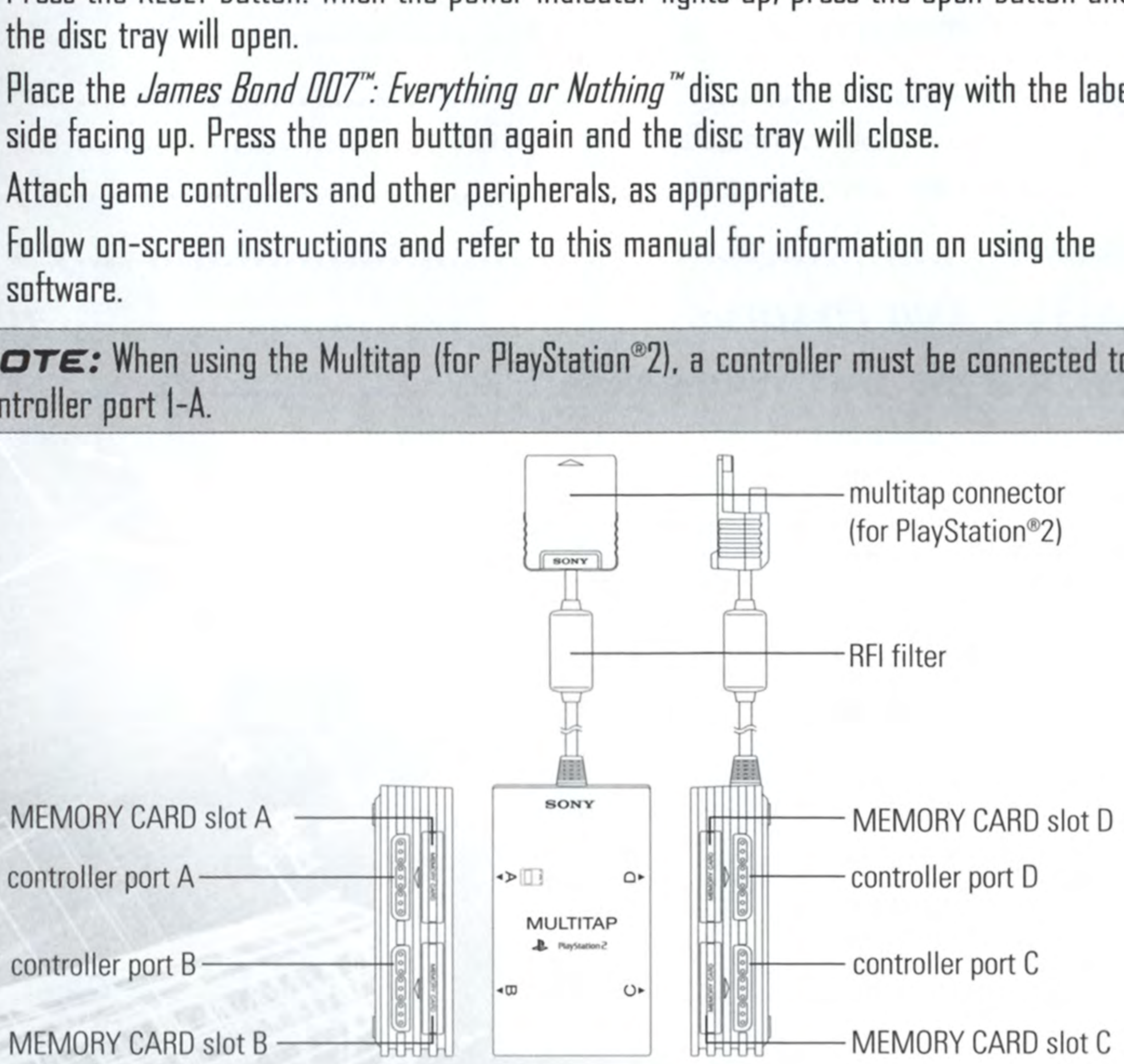
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



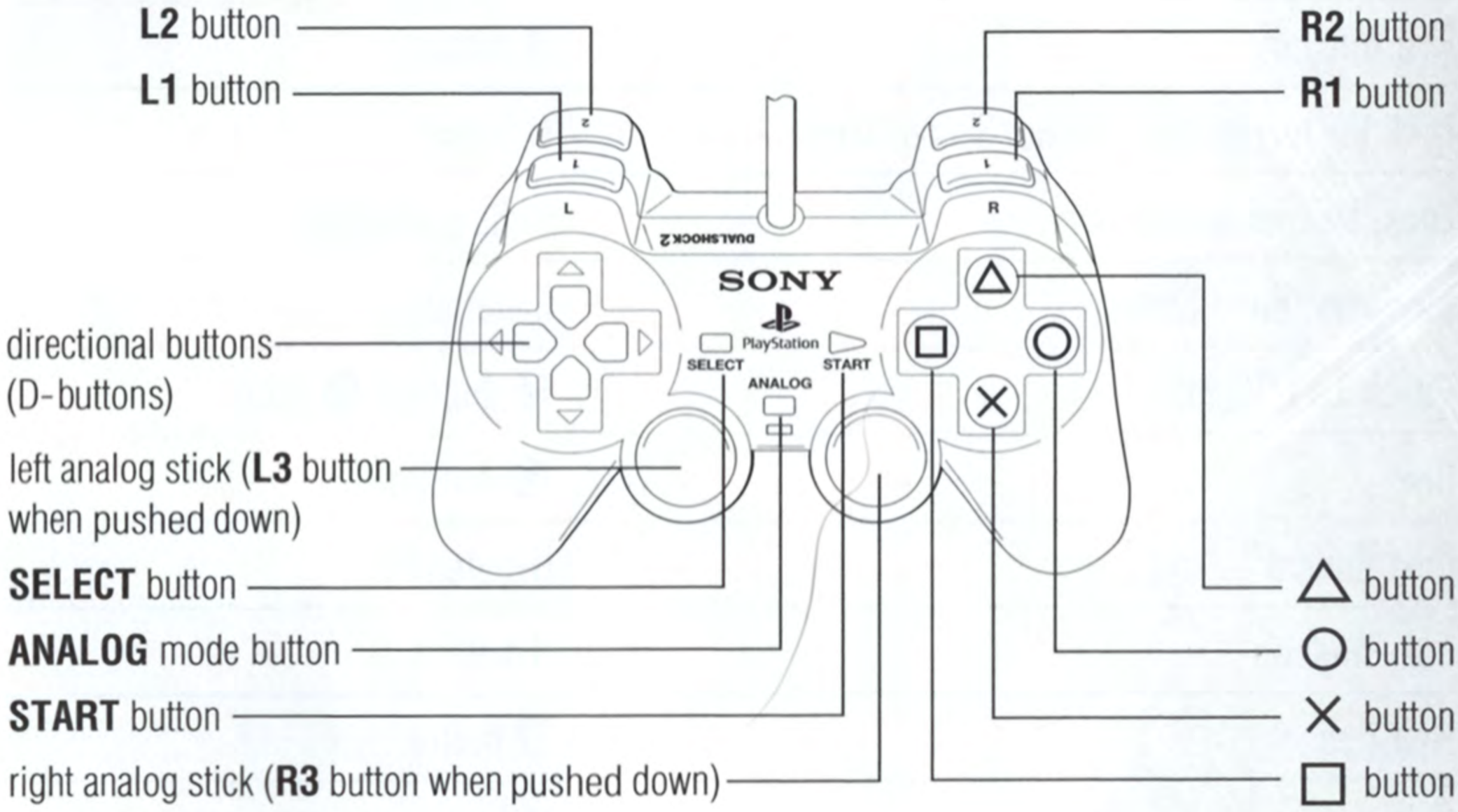
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *James Bond 007™: Everything or Nothing™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-button ⇳
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	⊗ button
Return to previous screen	△ button

COMPLETE CONTROLS

DEFAULT CONTROLS

Move	left analog stick
Action	⊗ button
Fire Weapon	**R1** button
Lock On Target/Next Target/Sniper Scope	**L1** button
Look/Manual Aim Adjust	right analog stick
Inventory/Bond Sense	D-button ⇔
Punch Left/Right	□ button/△ button
Dive	○ button
Next Gadget	D-button ⇧
Next Weapon	D-button ⇩
Wall Hug	**R2** button
Crouch	**L2** button
Sniper Zoom (When Looking Through Sniper Scope)	D-button ⇳
Turn Around (While Rappelling)	**R2** button
Reset Camera	**R3** button
Pause Game	**START** button
Activate Thermovision	**SELECT** button

DRIVING CONTROLS

Forward	⊗ button/right analog stick ⇧
Brake/Reverse	▢ button/right analog stick ⇩
Handbrake	○ button
Steer Left/Right	left analog stick ⇔
Fire Weapon	**R1** button
Next Weapon	**R2** button
Activate Gadget	**L1** button
Enter/Exit Vehicle (Only in Designated Areas)	△ button
Look Back	**L2** button
Bond Movement (When Outside Vehicle)	left analog stick
Context-Sensitive Action Button (When Outside Vehicle)	△ button
Altitude (Helicopter Only)	left analog stick ⇳
Burnout (Motorcycle Only)	○ button + ⊗ button
Wheelie (Motorcycle Only)	⊗ button + left analog stick ⇩
Action Slide (Motorcycles Only)	**L1** button
180-Degree Spin (Rail Mission only)	○ button
Center Turret (Non-Rail Tank Only)	**R3** button
Raise/Lower Cannon (Tank Only)	right analog stick ⇳
Rotate Cannon (Tank Only)	right analog stick ⇔
Self Destruct (RC Car Only)	**L1** button
Change Camera	D-button ⇧
Toggle HUD Map	**SELECT** button
Pause Game	**START** button

INTRODUCTION

PROLOGUE

Greetings, 007. We have a new mission for you that is of the greatest importance.

The recent theft of Oxford University's highly classified prototype nano-robot project—and disappearance of its overseer, Dr. Katya Nadanova—has caused chaos in the global intelligence community. This nanobot project was a humanitarian effort intended to facilitate the remote inspection and repair of hazardous nuclear containment facilities. However, in the wrong hands, this technology could be used for entirely more sinister purposes.

This is where you come in, Bond. We've already identified the rogue political faction responsible for the theft and tracked them to a secret facility in Egypt's Sahara Desert. Your mission, 007, is to destroy both the hardware and the facility. The fate of the world may very well rest once again on your success.

Good luck, 007.

CAST

PIERCE BROSNAN AS... JAMES BOND

The world's greatest secret agent, James Bond is an excellent marksman, an exceptional driver, and a consummate gentleman. 007 can be your greatest ally or your most dangerous foe.

WILLEM DAFOE AS... NIKOLAI DIAVOLO

Diavolo is more than merely a former KGB officer disillusioned by the Westernization of his homeland. The prodigy of 007's nemesis Max Zorin, Diavolo was groomed to carry Zorin's plans to their natural conclusion—namely, world domination.

SHANNON ELIZABETH AS... SERENA ST. GERMAINE

This American geologist possesses both brains and beauty. Her knowledge of the villages of South America proves to be an asset to 007, and her expert ability as a helicopter pilot may come in handy at the opportune time.

HEIDI KLUM AS... DR. KATYA NADANOVA

A brilliant scientist, Nadanova has exceptional credentials for the overseer of Oxford University's top secret nanotech project. Her intelligence is only matched by her beauty. After she is kidnapped Bond is assigned to rescue her and the stolen nanotech she helped create, but Dr. Nadanova may have some surprises in store for 007...

MYA AS... AGENT MYA STARLING

An NSA agent operating undercover as a nightclub chanteuse, Starling's home base is in Louisiana and her mission is to investigate Diavolo's activities in New Orleans. Her impeccable intel, not to mention her many other talents, are of great use to 007.

RICHARD KIEL AS... JAWS

The longstanding rivalry continues between Bond and his nemesis, Jaws. A formidable hitman, Jaws is eager to cross paths with 007 once again and finally defeat his arch enemy.

JOHN CLEESE AS... Q

The MI6 quartermaster, Q is in charge of creating and distributing all the weapons, vehicles, and gadgets assigned to 00 agents. A skilled inventor of covert equipment, Q is often irritated with 007's lack of respect for his creations.

JUDI DENCH AS... M

As the head of MI6, M is responsible for all operations and agents. As Bond's boss, she is a consummate taskmaster who often dispenses crucial information and advice.

MISAKI ITO AS... MS. NAGAI

Ms. Nagai's skills with weaponry and technology make her highly qualified in her role as Q's assistant in the Q-Lab. Her expert knowledge of nanotechnology will be indispensable to Bond on this mission.

LOCALES

EGYPT

James Bond 007: Everything or Nothing opens with a mission deep within the Sahara Desert. After sabotaging a secret facility, Bond uses his daring to board a train careening through the archeological wonders of the expansive Egyptian desert.

PERU

In the town of Puerto Viejo, an American geologist's research on platinum reserves becomes a vital clue for Bond. After joining forces with 007, the two infiltrate a luxurious private estate on the outskirts of the Peruvian village.

NEW ORLEANS

In partnership with Mya Starling, an NSA operative, Bond gets to the bottom of his mission's Louisiana connection. While there, he pays a visit to a sultry nightclub and an antiquated Creole plantation.

MOSCOW

In the Russian capital of Moscow, *James Bond 007: Everything or Nothing* comes to its dramatic finale. Bond must act quickly to prevent Diavolo from turning Moscow's Red Square into the testing grounds for his new world order.

SETTING UP THE GAME

Let's go over the basics, 007.

MAIN MENU

Start a new game, engage in multiplayer battles, adjust options, or go online from the Main menu.

SINGLE PLAYER Begin a new adventure as 007.

MULTIPLAYER Compete with friends to see who is the top agent (➢ p. 22).

OPTIONS Adjust audio and gameplay settings.

ONLINE Battle against friends via an Internet connection.

TO START A NEW GAME:

1. Select SINGLE PLAYER in the Main menu and press the ⊗ button. The Select Game Type screen appears.
2. Select **NEW GAME** or LOAD GAME and press the ⊗ button. The Mission Select screen appears.
3. Choose a mission and press the ⊗ button. The Difficulty screen appears.
4. Select a difficulty rating—**OPERATIVE**, AGENT, or 00 AGENT—and press the ⊗ button. Gameplay begins.

NOTE: Levels are completed sequentially. To unlock a new level, complete the previous level.

➟ For more information on saving and loading, ➢ p. 31.

OPTIONS

Adjust volume and gameplay settings from the Options menu.

NOTE: Default settings in this manual appear in **bold** type.

➟ To access the Options menu, select OPTIONS in the Main menu and press the ⊗ button.

VIBRATION	Turn **ON** or OFF the vibration function.
SUBTITLES	Turn ON or **OFF** the subtitling feature.
WIDESCREEN	Change your display from normal (**OFF**) to letterbox (ON) format.
AUDIO SETTINGS	Adjust the volume of the in-game music, effects, and dialog.
BRIGHTNESS ADJUST	Adjust the brightness of your game display.
RESTORE DEFAULTS	Restore your game to the original settings.
CREDITS	View the game credits.

BOND IN ACTION

Saving the world requires a thorough understanding of everything that's happening around you. Pay attention, 007.

BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 agent.

TARGETING

Defeat an enemy with a well-placed shot.

AUTO-AIM

Pick off your enemies with a quick shot.

➟ To lock onto a target, press and hold the **L1** button. When you see the target indicator, press the **R1** button to fire.

> ***TIP:*** Fire in short bursts for better accuracy.

MANUAL AIM

Use your manual aim when you need an accurate shot at an enemy.

TO USE YOUR MANUAL AIM:

1. Press and hold the **L1** button. Your manual aim target appears.

➟ To adjust the target location, use the right analog stick.

2. Press the **R1** button to fire your weapon.

> ***TIP:*** You can change targets by moving the manual aim crosshairs in the direction of the target you want to select.

STEALTH MOVES

Sometimes a stealthy entrance is preferable over a fire fight.

CROUCH

Crouching behind crates, furniture, or other items in your environment is an excellent way to remain undetected.

- To crouch, press the **L2** button.
- To move while crouching, press the **L2** button and then press the left analog stick.
- To stand up, press the **L2** button again.

TIP: Crouching behind objects in your environment can help you avoid being hit during a fire fight. You can shoot over cover while crouching.

WALL HUG

To avoid detection, sometimes it is best to closely strafe a wall instead of walking out in the open.

- To wall hug, approach a wall and press the **R2** button.
- To strafe, press the left analog stick ⇔ while in a wall hug.
- To disengage from a wall hug, press the left analog stick ⇩ or press the **R2** button.
- To shoot from a corner, lock onto your target by pressing and holding the **L1** button, and fire by pressing the **R1** button.

TIP: Engaging in a wall hug and then peering around corners is an excellent way of determining if there are enemies in the vicinity while still remaining undetected.

HAND-TO-HAND COMBAT

Sometimes the best weapon for the job is your own hands.

- ➟ To engage in hand to hand combat, press the ▣ button and/or the △ button.
- ➟ To throw an opponent, press the ▣ button and the △ button at the same time.
- ➟ To counter an enemy hand-to-hand attack, press the ▣ button and the ✕ button at the same time just before he attacks.

TIP: To subdue an enemy with stealth, sneak up on him and use a hand attack from behind.

- ◎ When you successfully subdue three enemies by hand within a certain period of time you enter Power Mode. In Power Mode you inflict more damage on your enemies and take less damage inflicted by enemies.

BOND SENSE

Use Bond Sense to take a quick reading of your surroundings and obtain useful information about objects in the world around you.

- ➟ To enter Bond Sense, press the D-button ⇔. The action around you slows and your inventory list appears.

To obtain information about objects in your vicinity using Bond sense:

1. While using Bond Sense, use the right analog stick to move the camera view.
2. When the interest indicator appears, press and hold the **R1** button.
3. Release the **R1** button to return to a normal view.

If you want to lock on to an object of interest:

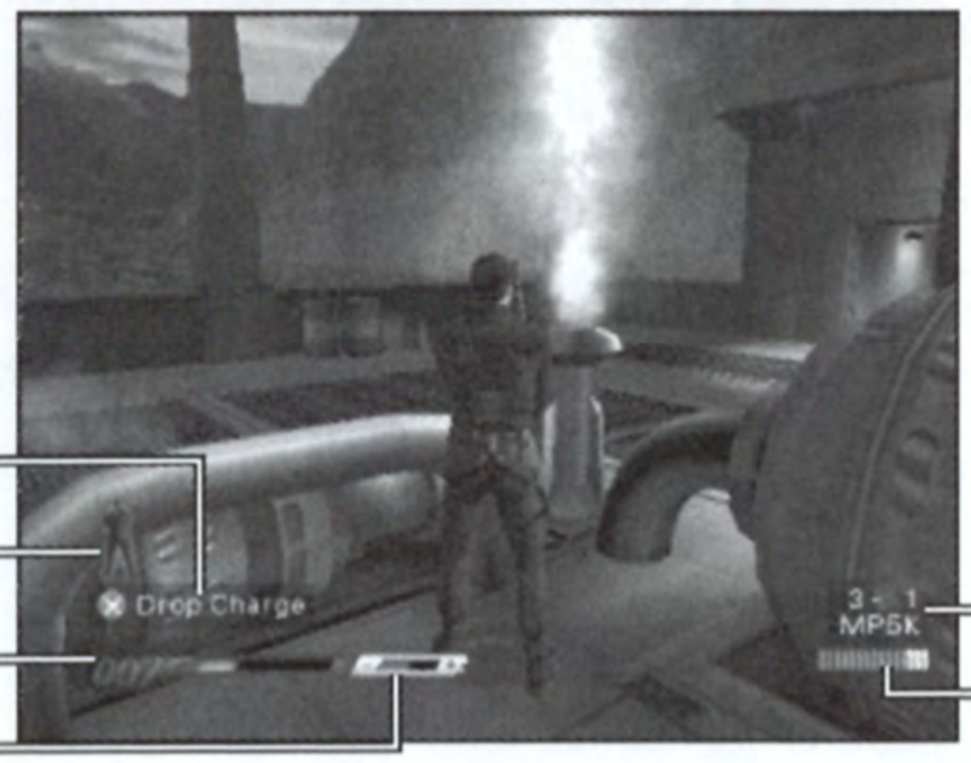
1. While using your Bond Sense, use the right analog stick to move the camera view.
2. When the interest indicator appears, press and hold the **L1** button.

NOTE: Locking on an object brings you out of Bond Sense.

3. Press the **R1** button to shoot the object.

TIP: Look for barrels or other explosive objects and use them against your enemies!

GAMEPLAY SCREEN



HEALTH METER At full health, the meter appears as a green bar. As injuries occur, the bar depletes. When the bar is completely dark, you fail your mission.

POWER METER Indicates how much energy you have left for gadgets that use power.

WEAPON ENABLED Indicates which weapon or gadget you have enabled.

AMMUNITION Indicates amount of ammunition remaining (if applicable).

RESULTS SCREEN

Determine your mission's success from the Results Screen.

- You receive points for accomplishing your mission in a fashion that befits your title as the world's greatest super agent.

BOND MOMENTS	Each mission has opportunities for you to use your unique style of problem solving. How many did you attain?
ENEMIES SUBDUED	Number of enemies subdued.
WEAPON ACCURACY	Number of shots that hit their target.
WEAPON EFFICIENCY	Number of rounds used versus how many enemies you dispatched.
MISSION DURATION	Notes how close you were to reaching the mission's optimal target time.
DIFFICULTY MODIFIER	Score multiplier for playing at a higher difficulty level.

TIP: You can increase your Weapon Efficiency score by using hand-to-hand combat.

BOND EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure your success in your mission. Get to know them well.

RAPPEL

This wall-climbing gadget comes in handy when a swift exit is required.

➟ To rappel, run directly at the ledge. The rappel gadget automatically attaches itself to the ledge and allows you to descend.

TO SCALE A WALL:

1. Select the rappel gadget in your inventory. The rappel gadget is equipped.
2. Ready the rappel gadget by pressing the ⊗ button. The gadget is readied.
3. Press and hold the **L1** button to lock onto the ledge you want to attach to. The target is locked.
4. Press the **R1** button to fire the rappel. The rappel line attaches to the ledge.
5. Run directly towards the wall. You automatically begin to scale the wall.

➟ To move left or right while rappelling, press the left analog stick ⇔.

➟ To turn around while rappelling, press the **R2** button.

◎ You can target and fire your weapon as normal while rappelling.

Q SPIDER

The Q Spider is not only an excellent remote reconnaissance gadget; it also handily doubles as a deadly weapon.

TO USE THE Q SPIDER:

1. Select the Q Spider in your inventory. The Q Spider is equipped.
2. Press the ⊗ button to activate the Q Spider. The gadget is activated.
3. Use the left analog stick to control the Q Spider. You can now penetrate hostile territory remotely.

➟ When available, to detonate the Q Spider, press the ⊗ button.

➟ To switch back to Bond press the ▣ button.

TIP: Be mindful of how you control the Q Spider. It is only silent when moving slowly.

NANO SUIT

Remaining undetected during covert operations is essential. Use this Nano Suit to become invisible. But be careful, if you move too quickly, the effect is broken.

SLEEPER DART

One shot from this standard-issue MI6 sleeper dart gun puts an enemy to sleep for hours. Pleasant dreams.

COIN GRENADES

These seemingly normal-looking coins carry a dangerous payload. Choose between three types.

EXPLOSIVE	Damages enemies caught in the explosion.
STROBE	Creates a blinding flash that stuns enemies for a time.
EMP	Disables electronic equipment in the blast area.

➟ To throw a coin, equip it and then press the ⊗ button.

THERMOVISION

These contact lenses allow you to see the heat signatures of enemies, even in the dark.

NETWORK TAP

Fire these special darts when you need to access certain kinds of technological equipment.

RC CAR (DRIVING MISSIONS ONLY)

The RC Car is perfect for getting into places where going through the front door is not an option.

➟ To deploy the RC Car, press the △ button when prompted. The RC Car is deployed.

◎ Operate the RC Car using the standard driving controls.

➟ To fire the RC Car's laser, press the **R1** button.

➟ To detonate the RC Car, press the **L1** button.

TIP: Keep your eye on the battery meter. The vehicle self-destructs when it runs out of power.

BOND BEHIND THE WHEEL

These vehicles won't drive themselves, 007. Use your impeccable skills behind the wheel and quick thinking to stay on top of the action.

DRIVING AS BOND

It will take more than simply a gas and brake pedal to survive. Your gadgets and weapons are essential to a successful mission.

➟ To accelerate, press the ⊗ button or the right analog stick ⇧.

➟ To steer left or right, press the left analog stick ⇔.

➟ To brake and reverse, press the ▣ button or the right analog stick ⇩.

➟ To fire the currently selected weapon, press the **R1** button.

➟ To switch weapons, press the **R2** button.

➟ For a complete list of driving controls, ➟ p. 5.

ADVANCED MANEUVERS

Select vehicles have the ability to perform specialized maneuvers.

STRAFING (HELICOPTER ONLY)

Strafing allows you to avoid incoming missiles while still engaging your target.

➟ To strafe, press and hold the ◉ button, then press the left analog stick ⇔.

➟ To disengage from strafing, release the ◉ button.

ACTION SLIDE (MOTORCYCLES ONLY)

The action slide enables the motorcycle to bypass low-hanging obstacles.

➟ To perform an action slide, press and hold the **L1** button.

VEHICLES

Thanks to Q, Bond's vehicles are always top-notch and ready for the extraordinary. Do try to bring it back in one piece, 007.

ASTON MARTIN V12 VANQUISH

The Vanquish, outfitted with a V12 engine, is a formidable piece of machinery. Thanks to Q, this already impressive vehicle has been fitted with a weapons cache that makes it the most sophisticated show on the road.

PORSCHE CAYENNE TURBO

This turbocharged SUV is state of the art. The Cayenne's Q-lab modifications give new meaning to the term 'fully-equipped.'

TRIUMPH DAYTONA 600

Triumph's Daytona 600 is one of the most complete all-round sports machines today. Built to ultra light and powerful specs, Q's modifications have made it the ultimate force to be reckoned with on two wheels.

PAUSE MENU

Even the world's greatest 00 agent sometimes needs to take a break.

➟ To access the Pause menu, press the **START** button.

OBJECTIVES Review your mission and scoring objectives.

GAME Select game options from the Game menu.

OPTIONS Adjust controller or game options.

➟ To return to gameplay, press the **START** button again.

GAME MENU

Restart your mission or quit from the Game menu.

RESTART MISSION Start your current mission over from the beginning.

QUIT Exit gameplay without saving and return to the Main menu.

GAME OPTIONS

Adjust vibration, HUD, subtitle, and volume options.

CONTROLLER View the current controller configuration.

INVERT HORIZONTAL Switch the horizontal axis of your controller by selecting ON or **OFF**.

INVERT VERTICAL Switch the vertical axis of your controller by selecting ON or **OFF**.

HUD ALWAYS ON Choose to permanently enable the HUD **ON** or OFF.

VIBRATION Turn controller vibration **ON** or OFF.

SUBTITLES Enable subtitles by selecting ON or **OFF**.

MUSIC VOLUME Adjust the volume of the background music in the game.

EFFECTS VOLUME Adjust the volume of the special effects in the game.

DIALOGUE VOLUME Make the in-game speech louder or softer.

VERTICAL SPLIT VIEW (Multiplayer Only) Split the screen vertically instead of horizontally.

RADAR DISPLAY MODE (Multiplayer Only) Make radar camera- or player-relative.

MULTIPLAYER

Battle with up to four friends in cooperative or arena-style multiplayer gameplay.

COOPERATIVE	Two MI6 agents must fight their way through a mission gone awry.
RACE	A cooperative-style mission where your team is judged on how quickly you complete your task.
SCRAMBLE	Pick what you want to be scored on and compete head-to-head with a friend. Just be careful not to find yourself in your partner's crosshairs.
ARENA	Up to four players battle it in this free-for-all. Watch out for Jaws!

NOTE: Arena mode must be unlocked before it can be selected.

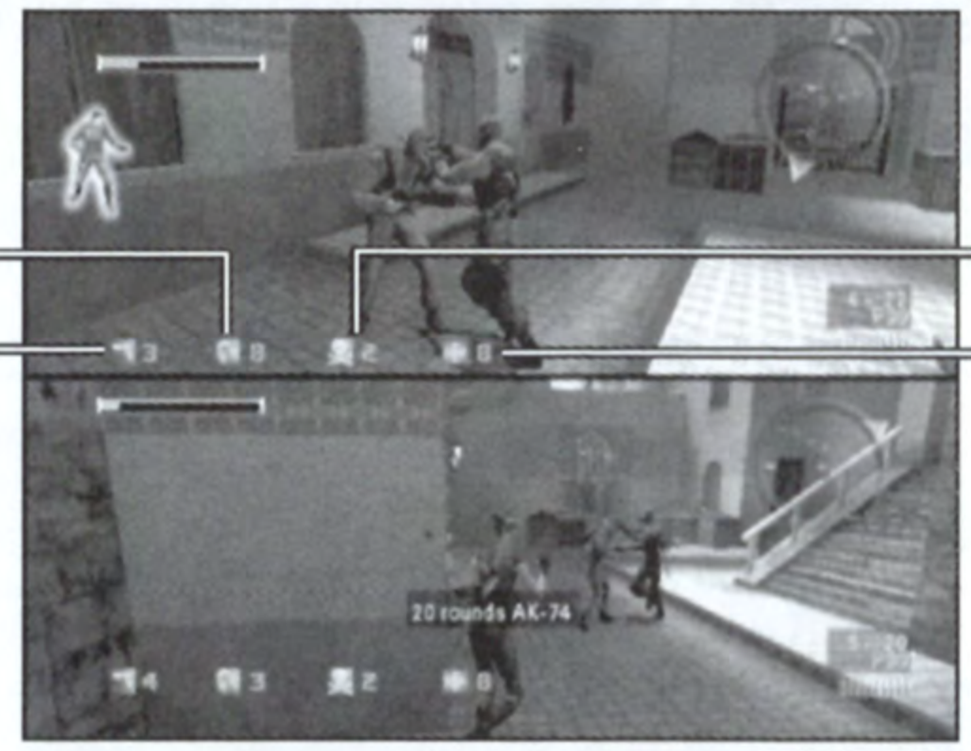
TO START A MULTIPLAYER GAME:

1. Select MULTIPLAYER in the Main menu and press the ⊗ button. The Multiplayer menu appears.
2. Choose between **COOPERATIVE**, RACE, SCRAMBLE, or ARENA multiplayer modes and press the ⊗ button.
3. In Arena mode, choose to play as **TWO PLAYERS**, THREE PLAYERS, or FOUR PLAYERS and press the ⊗ button (Arena mode only). The Player Profile menu appears.
4. Choose to create a new profile for each player (➢ below), or select a preexisting profile, then press the ⊗ button. The Select Character screen appears.
5. Select a character for each player and press the ⊗ button. The Select Map screen appears.
6. Choose the map you wish to play and press the ⊗ button. Gameplay begins.

TO CREATE A MULTIPLAYER PROFILE:

1. Select CREATE NEW PROFILE in the Player Profile menu and press the ⊗ button. The Keyboard appears.
2. Press the D-button ⇔ to select a letter and press the ⊗ button to confirm.
3. When you are finished, select END and press the ⊗ button.
4. Choose to save your profile to the memory card (8MB) (for PlayStation®2) or continue without saving. Your profile is created.

MULTIPLAYER GAMEPLAY SCREEN



WEAPON DISABLES Indicates how many enemies you have disabled with a weapon.

HAND TO HAND DISABLES Shows the number of enemies you have disabled with hand-to-hand combat.

PLAYER DEATHS Indicates how many times you have died in the current mission.

TEAM LIVES Lists the number of lives you and your partner have remaining.

- If all members of your team use up all of your lives, you fail your mission and must start over from the beginning.

MULTIPLAYER MOVES

Cooperative action on a mission means the difference between success... and death.

TEAM TARGETING

Dispatching tough foes sometimes requires a group effort.

TO ENGAGE IN TEAM TARGETING:

1. Both players on the team target the same enemy. The team targeting indicator appears.
2. Both players press the **R1** button to fire. The enemy is fired upon by both teammates.

TIP: Focus your fire at the same enemy to dispatch them faster.

AMMO SHARING

Winning teams know how to share resources.

TO REQUEST AMMO FROM YOUR PARTNER:

1. Approach your teammate and face him.

NOTE: Be sure the gun you want ammo for is equipped.

2. Press the ⊗ button. The request ammo indicator appears on the other player's screen.

➠ To offer ammo to your partner, press the ⊗ button when the request ammo indicator appears on your screen. One clip of ammo is given to the other player.

TIP: Keep an eye on your ammo reserves.

ONLINE

Match wits with 007's allies or foes via an Internet connection.

TO ACCESS ONLINE GAMEPLAY:

1. Select ONLINE in the Main menu. The Online menu appears.
2. Select a profile and press the ⊗ button. The online function is now available.

AN INTERNET CONNECTION, A NETWORK ADAPTOR AND MEMORY CARD FOR THE PLAYSTATION®2 ARE REQUIRED FOR ONLINE GAMEPLAY.

IMPORTANT INFORMATION ON THE *JAMES BOND 007: EVERYTHING OR NOTHING* ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT HTTP://WWW.EAGAMES.COM.

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SELECT NETWORK CONFIGURATION

NOTE: To play online, you must own and install a Network Adaptor (Ethernet/modem) (for PlayStation®2). For installation information, please see the instruction sheet enclosed with your adaptor.

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card (8MB) (for PlayStation®2)) or create a new one through the included Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the RESET button functions differently in *James Bond 007: Everything or Nothing*. To put the console in standby mode press and hold the RESET button until the LED indicates a red color.

YOUR NETWORK CONFIGURATION FILE

Press the D-button ⇔ to scroll through the available Internet service provider settings and select one for the upcoming Online game.

NOTE: *James Bond 007: Everything or Nothing* is compatible with broadband only.

CREATE/EDIT NETWORK CONFIGURATION

The Network Configuration GUI allows you to create and edit Internet service provider settings. When selected, the game shuts down while the Network Configuration GUI is loaded. When complete, the game re-launches itself.

CONNECT

After selecting an Internet service provider setting, the game connects to your Internet service provider. If the connection is successful, the *James Bond 007: Everything or Nothing* Server Login screen appears.

ACCOUNT SETUP

Before you play online, you must first register for an EA Online account.

➟ If you have already created a profile, press the D-button, highlight USE existing EA Online account and then press the ⊗ button.

NOTE: *James Bond 007: Everything or Nothing* supports a USB keyboard for entering account data and for communicating with other players while you are in the Game Lobby.

TO CREATE AN ACCOUNT:

1. Select CREATE NEW EA ONLINE ACCOUNT from the Select EA Online Account menu and press the ⊗ button. The Setup New EA Online Account screen appears.
2. Select Account Name and press the ⊗ button to access the keyboard. The keyboard screen appears.
3. Enter your name by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button. When you are finished typing your name, select DONE and press the ⊗ button to confirm. The Setup New EA Online Account screen appears.
4. Select PASSWORD and press the ⊗ button. The Password screen appears.
5. Enter your password by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button. When you are finished typing your name, select DONE and press the ⊗ button to confirm. The Setup New EA Online Account screen appears.
6. Select CONFIRM PASSWORD and press the ⊗ button. The Confirm Password screen appears.
7. Enter your password again by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button. When you are finished, select DONE and press the ⊗ button to confirm. The Setup New EA Online Account screen appears.
8. Select SAVE and press the D-button ⇔ to confirm either NAME ONLY, NAME AND PASSWORD, or NO (do not save information).
9. Select CONTINUE and press the ⊗ button. The Setup New EA Online Account (2 of 3) screen appears.
10. Select E-MAIL ADDRESS and press the ⊗ button. The keyboard appears.
11. Enter your email address by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button.
12. Press the D-button ⇔ to select the month, day, and year of your birth date and your gender. Select Continue and press the ⊗ button to continue. The Setup New EA Online Account (3 of 3) screen appears.
13. Press the D-button ⇔ to accept the Terms of Service and that you wish to receive e-mails from EA GAMES. Select REGISTER and press the ⊗ button. Your account is created.

ACCESSING THE ONLINE MAIN MENU WITH AN EXISTING EA ACCOUNT

TO ACCESS THE ONLINE MAIN MENU USING YOUR DEFAULT EA ONLINE ACCOUNT:

1. From the Main menu, select ONLINE and press the ⊗ button. The Select Network Configuration screen appears.
2. Select an Internet service provider setting and press the ⊗ button. The Select Online Profile Name screen appears with any previously saved EA Accounts displayed.
3. Select LOAD EA ONLINE ACCOUNT and press the ⊗ button. Your default EA Account is displayed.
4. Press the D-button ⇔ to select the Profile Name you wish to use and press the ⊗ button to confirm. Your Profile Name is loaded and the Online Main menu appears.

◎ Your EA Online Account only defaults once you've saved it.

TO SELECT A DIFFERENT EA ACCOUNT:

1. From the Main menu, select ONLINE and press the ⊗ button. The Online menu appears.

NOTE: You will be prompted to save your single player game status to avoid losing this information.

2. Select an Internet service provider setting and press the ⊗ button. The Select EA Online Account screen appears.
3. Select USE EXISTING EA ONLINE ACCOUNT and press the ⊗ button. The Use Existing Account screen appears.
4. Select ACCOUNT NAME and press the ⊗ button. The Keyboard appears.
5. Enter your name by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button. When you are finished typing, select DONE and press the ⊗ button to confirm. The Use Existing EA Online Account screen appears.
6. Select PASSWORD and press the ⊗ button. The Keyboard appears.
7. Enter your password by pressing the D-button ⇔ to choose a letter and pressing the ⊗ button. When you are finished typing, select DONE and press the ⊗ button to confirm. The Use Existing EA Online Account screen appears.
8. Select LOGIN and press the ⊗ button. You are logged into your EA Account and the Select Online Profile Name screen appears.
9. Press the D-button ⇔ to select the Profile Name you wish to use and press the ⊗ button to confirm. You are now logged in with your selected Profile Name and the Online Main menu appears.

About your online name

While in the Online Lobby, you are identified by your Online Name. This name is different from the EA Account name and is set up as part of the login process.

ONLINE MAIN MENU

INSTANT MATCHUP	Jump straight into a mission with another random user.
MATCHUP LOBBIES	Find a fellow agent to engage in online battles with in the online lobbies.
NEWS	Find out the latest server news.
LEADERBOARDS	See who the top agents are.

NOTE: In order to play online your console will form a connection to the person that you are playing with. If you have a router or firewall you may not be able to connect. If you experience problems you may need to open UDP port 3658/3659 to Internet traffic. Please note that opening up any port in your router or firewall could compromise the internal security of your network.

INSTANT MATCHUP

Don't want to wait too long to play online? Select Instant Matchup.

TO PLAY AN INSTANT MATCHUP GAME:

➟ Select INSTANT MATCHUP in the Online Main menu and press the ⊗ button. The game checks the server for a suitable matchup partner and gameplay begins.

◎ If a suitable matchup partner is not found, the game waits for one to come online.

◎ To abort the instant matchup process, press the △ button.

MATCHUP LOBBIES

Ally yourself with hundreds of other 00 agents.

◎ In a game lobby, you can review each player's connection and game information before sending messages or challenges.

TO START A GAME:

1. Select MATCHUP LOBBIES in the Online Main menu and press the ⊗ button.
2. Select an online game room by pressing the D-button ⇳ to scroll through the Room List and then press the D-button ⇔ to select the desired game. Press the ⊗ button to join the room.

◎ You can also press the **R1** button and the **R2** button to scroll through the online lobby to see who is there before entering and press the D-button ⇳ to select other rooms.

➟ To create your own room, press the **SELECT** button. Enter the name of the room, and give it a password if needed. To create the room, highlight REGISTER and press the ⊗ button.

3. Invite a player to join you in a multiplayer game by pressing the ⊗ button on his or her name.

4. Highlight INVITE and press the ⊗ button to confirm. The Online Game Type menu appears.
5. Select the type of game you wish to play and press the ⊗ button. The Select Invitation screen appears.
6. Press the D-button ⇔ to select the character and the map you wish to play and select INVITE to send the invite to the other user. Once the player accepts, gameplay begins.

EA MESSENGER

Find your friends online—or discover new ones.

➠ To open your EA Messenger, press the ◉ button.

➠ To find a user in EA Messenger, press the **SELECT** button.

➠ To begin text chat in a lobby, press the **R3** button.

➠ To add a non-buddy to your buddy list, select their name and press the ⊗ button.

VOICE OVER IP

If you own a USB-compatible headset, you can talk with your friends while engaging in multiplayer online play.

➠ To access voice over IP, connect your USB-compatible headset. Voice over IP capability is always on by default.

➠ To toggle the microphone ON or OFF, press the **L3** button.

◎ Users with a USB-compatible headset are indicated by display text in the lobby.

◎ During gameplay if your USB headset is plugged into your console, and you are not able to talk to your opponent one of two problems may be the culprit:

1. Your opponent may not have a USB headset connected to their console.
2. You and your opponent may have a low quality connection to each other.

NOTE: The headset is active only when in-game, not while in the online lobby.

AN INTERNET CONNECTION IS REQUIRED FOR THIS FEATURE.

Online features for *James Bond 007: Everything or Nothing* subject to online Membership Agreement. EA reserves the right to terminate the online features for this product after 90 days notice.

SAVING AND LOADING

Save and load your game progress at will.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

NOTE: The game only supports MEMORY CARD slot 1 and MEMORY CARD slot 1-A (when using the multitap).

TO SAVE A GAME:

1. Successfully complete a mission. A prompt appears asking if you wish to save the game.
2. Select YES. The Select Save Location screen appears.
3. Choose a game save location and press the ⊗ button. The game is saved.

TO LOAD A GAME:

1. Select SINGLE PLAYER in the Main menu and press the ⊗ button. The Single Player menu appears.
2. Select LOAD GAME in the Single Player menu and press the ⊗ button. The Load Game menu appears.
3. Select the save game data you wish to load in the Load Game menu and press the ⊗ button. The save game data is loaded.

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"Everything or Nothing"

Performed by Mya

Written by Mya Harrison, Ron Fair, and Randy Bugnitz

Produced by Ron Fair

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"James Bond Theme"

Written by Monty Norman

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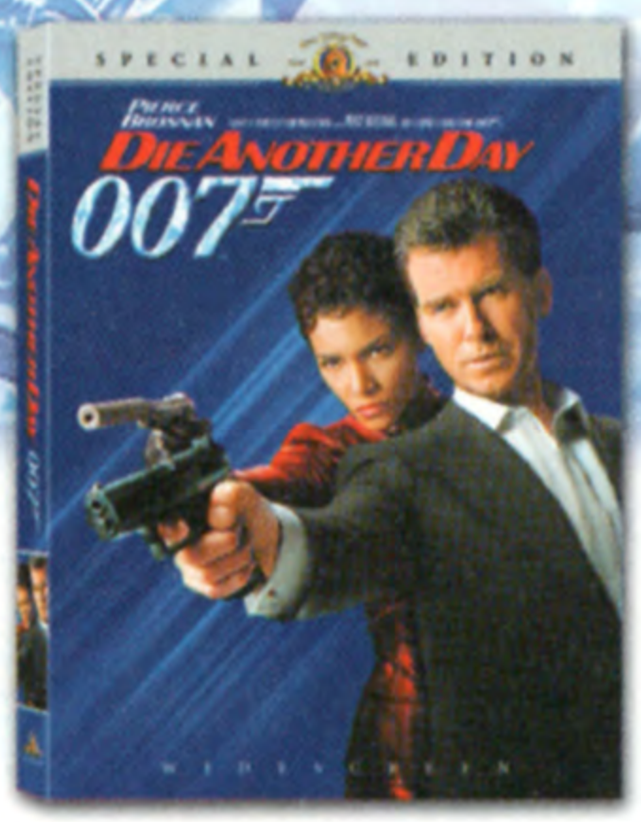

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